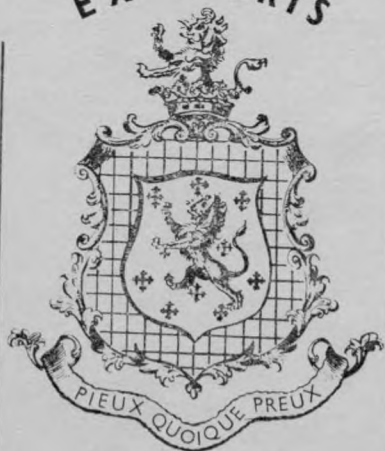


CLEVER CARD TRICKS

*That Anyone
Can Do*

By MAXWELL..

EX LIBRIS



— **WILL ALMA** —

M.I.M.C. (LONDON)

Card Tricks

That Anyone Can Do

By MAXWELL



CONTAINING TWELVE CLEVER AND MYSTIFYING
CARD TRICKS THAT YOU CAN DO ANY TIME ANY
PLACE WITHOUT SKILL OR SPECIAL CARDS OR
APPARATUS — AND WITHOUT THE NEED OF
LENGTHY PRACTICE.

CARD TRICKS ARE ALWAYS POPULAR AND THE
POPULAR MAN AT ANY PARTY IS THE MAN WHO
CAN ENTERTAIN WITH CARD TRICKS.



MAX HOLDEN

220 West 42nd Street

New York City

U. S. A.

Copyright, 1934, by Max Holden



No. 1

SLEIGHT OF FOOT

The credit for this effect belongs to Milton of England. It was first introduced here by Max Holden. This trick reaches the ultimate in card wizardry. Any pack of cards is used.

Effect: Magician never touches the cards; still he finds a selected card in the pack.

Magician asks some one to shuffle a pack of cards, and then to divide the pack into several heaps on the table. A spectator is requested to remove a card from the center of any heap, note the card, and replace on the top of any heap. The heaps are then replaced one on top of another, and pack may then be cut several times, squared, and placed on floor.

Magician now, with his foot, kicks the pack, and the cards slide apart. He indicates the card just below the point where the pack breaks most prominently, and this card is found to be the chosen card.

Secret: All that is required is a small amount of salt in the vest pocket. After the pack has been divided into three or four piles on the table, Performer turns his back and asks a spectator to remove any card from any pile, and replace on any other pile. Meanwhile, Performer places first finger into vest pocket and gets a few grains of salt onto the end of finger. Turning around and pointing to piles, he asks spectator on which pile he replaced card. When spectator indicates the pile, performer places finger on that pile; this move will leave a few grains of salt on top of the selected card, but unnoticed by the spectators. Spectator is now requested to place a pile on top of the one containing the chosen card, then another pile on top of that, until entire pack is assembled. Pack may now be cut, and placed on floor.

With the side of the shoe, strike the side of the pack a sharp blow. The cards will slide apart at the point where the salt is. This break is your cue. Withdraw the card just below it, and you have the chosen card.

No. 2

THE VOICE BETRAYS

Effect: Spectator deals the pack out on table into several piles. He removes any card from any heap, replaces the card on any pile, and then replaces the other piles on top.

Performer turns his back and asks spectator to deal out the cards one at a time, naming each card. Performer interrupts and names the chosen card, explaining that the voice of the spectator betrayed the card as he named it.

Secret: There is a certain prearrangement of the cards. Take any suit and place six cards of that suit on the top of the pack, and six cards of the same suit on the bottom. The thirteenth card of that suit hide out in your pocket or card case until later.

Request spectator to deal the pack into six piles on the table, one at a time, faces down, from left to right, until all the pack has been thus dealt. Now you have, unknown to the spectators, one card of the same suit at the bottom and at the top of each pile, and upon this fact depends the success of the trick.

A card is removed from any heap, and replaced on any other heap. The other heaps are placed on top, in any order.

The spectator deals off the cards one at a time, naming each as he does so. Now the selected card is bound to be sandwiched in between two cards of your prearranged suit, and will be the only one found between two cards of that suit. Say your suit is hearts; when the spectator names "two of hearts, five of clubs, eight of hearts," you know that the selected card must be the five of clubs; so wait until a few more cards have been called, then stop him and name his card.

NOTE: Instead of secretly placing thirteenth suit-card aside and secretly restoring it to pack after trick is concluded, you may proceed thus:

"For this trick we use six piles of cards, so in order to have piles of same number, we need to use only forty-eight cards, and will discard four, temporarily; the four sevens will do as well as any, and that will be one of each suit".

This permits the withheld cards to be openly added to pack at end of trick, and also makes the six piles "come out even" when the spectator deals them out.

No. 3 THE PUZZLER CARD TRICK

Effect: A spectator is requested to shuffle pack, then to take top card and place face down on table, first noting the card; if this card is a two, count it as two, and count the other cards on top until reaching twelve; then a new packet is started, and so on; and in case twelve cannot be counted in last packet, these cards are placed aside.

Any picture card such as Jack, Queen, King is counted as ten.

Performer meanwhile turns his back, and when piles are all completed he immediately gives the addition of all the pips on the bottom cards; and then when these are turned over and added, the performer's announcement is shown to be correct.

Secret: Performer secretly notes how many piles are on the table. Suppose there are eight packets dealt on table, with six cards over. Subtract four from the number of packets; this leaves four. Next multiply by thirteen, which gives fifty-two. Now add the six extra cards, and the total is fifty-eight, and this is the total of all the bottom cards of the piles. Again, should there be only five packets, four from five leaves one; one multiplied by thirteen, with four added for four extra cards, makes the answer seventeen.

NOTE: For each new packet, top card is taken and number of pips counted. Suppose a Queen is the top card, Queen is counted as ten, and two cards counted on top, making twelve; then proceed with next top card.

No. 4 CARD IN POCKET

Effect: Spectator shuffles pack, looks at a card, and remembers its number down from top. Performer takes pack and places it behind his back. He removes a card and puts it in his pocket, remarking that this is the chosen card. The cards are then openly counted down to the spectator's number in the pack, and, sure enough, his chosen card has vanished. Performer then produces chosen card from his pocket.

Secret: Spectator counts down, looks at any card, and remembers its number from the top. Meanwhile performer's back is turned. Performer now takes pack, and placing behind back, moves bottom card to top; and then takes the next bottom card and places this card in his pocket, being careful that spectator does not see what the card is.

Now ask spectator what number his card was from the top. Let us assume that spectator says that his card was the tenth down. Count off ten cards one at a time on table, until you come to the tenth, and hand him this card. The moment that he looks at this card, palm off the next card from top of pack and go into your pocket. "What was your card?" Spectator names his card, and you produce it from your pocket.

Of course this leaves you with the extra card still in your pocket, and you replace it in pack at first opportunity.

No. 5

THE OBLIGING CARD

Effect: Performer hands pack to any spectator for him to shuffle, then to look at any card he pleases, and to remember its position from the top. Performer now takes pack, and asks a second spectator to name a number larger than the number first used.

Performer places pack behind his back, moves a few cards, then hands it to second spectator, asking him to count down to his number, but to start with the number chosen by the first spectator. The card chosen by first spectator will be found at the number chosen by second spectator.

Secret: First spectator is asked to look at a card, "make it snappy!" and not more than ten cards down from the top of pack, and to remember both his card, and its number in the pack. When this has been done, performer takes back the pack and asks someone else to name a number between ten and twenty. Suppose "fifteen" is named, performer places cards behind his back and at once reverses the order of fifteen cards from the top of pack. In fact he can reverse ten cards before he learns the larger number, and then reverse the others.

Do this silently. To reverse, simply deal fifteen cards, one at a time, from left hand into right; then replace on top.

Cards are now handed to second spectator, and the first spectator is asked his number. If he says "five", the second spectator is asked to count by calling the top card "five", and then proceed until he has counted fifteen; and this card will prove to be the one chosen by first spectator.

In preparation — a book on more advanced Card Tricks
--

No. 6

THE JOKER TELLS

A clever card trick, introduced some years ago by Ladson Butler.

Effect: Three cards are selected from the pack by spectators, and cards are placed face down on the table. Performer now takes the Joker from the pack, and placing the Joker first under each card and then to his ear, is able to name the chosen cards.

Secret: When performer first receives pack, while running through cards apparently to find the Joker, he not only really removes the Joker, but also memorizes the three cards next to bottom card, that is to say, the forty-ninth, fiftieth, and fifty-first cards of the deck.

The pack is now placed on the table, and spectator is to cut it as near to the center as he can. Performer picks up the half that was originally at top of pack, and asks spectator to count off the other half, one card at a time. Performer does the same with his half; and thus every card, in each half, is reversed.

Spectator is now asked to take top card of his half and place in center of packet; then to do the same with the bottom card of the packet. Next he is asked to take the top card, (the original fifty-first card, which you have memorized), and to place it face down on table. A second spectator is requested to remove next card, note it, and also place face down on table. Likewise a third spectator removes next card, looks at it, and places it face down on table.

Performer knows just what each card is, as these are the three cards that he noted; and placing the Joker face up under each card, then to his ear, he pretends to listen and then announces each card separately.

No. 7 CARDS BEHIND BACK

Effect: Performer has a card selected from pack while he holds the cards behind his back. While the cards are still behind his back, performer names the card.

Secret: Any pack of cards; better to have an old pack. Fan out the pack face down while held in the hands behind the back. Spectator removes and notes any card, and replaces in pack; but you hold the pack tightly so that he cannot push the card all the way in. Performer now turns around, facing spectators, still holding cards behind his back, and asks spectator to concentrate on his card. Meanwhile, performer tears off the index corner of the selected card, then turns the card around, and still leaves it protruding slightly. The corner of torn card is now secretly held in the fingers of right hand.

Performer pretends to be thinking seriously, brings right hand around and places hand to forehead as if concentrating. This is really in order to glimpse the torn index corner held in fingers. Hand goes back as performer remarks that he cannot seem to get the impression clearly. Performer turns around and asks spectator just to glance at his card and think hard; spectator sees his card protruding, and this dispels any suspicion. Performer now succeeds in naming the chosen card, and uses a little showmanship, saying "I seem to get the impression of a dark card; yes, it is—a Club! There are—one—two—three—four—five—yes, that's it! It is the Five of Clubs!

Of course you get rid of the torn card at first opportunity.

No. 8

MIND CONTROL

Effect: One of the cleverest of card effects. Any pack of cards is shuffled by any spectator. Performer turns his back while a spectator notes any card in the pack, then cuts the pack and spreads it face up on the table. Performer is now called; he passes his hand slowly over the cards, and finally picks out the chosen card.

Secret: After the pack is shuffled, performer explains what the spectator is to do while performer's back is turned. "Think of any number; say five, for example; and count off that number of cards from the top of the pack, remembering that last (fifth) card you deal off."

To illustrate, performer counts the cards as he deals them one at a time into a pile on the table. "You thought of five, so you note and remember this fifth card, and place it on the pile on the table."

Performer does not expose the face of this fifth card to the spectators, but does turn it up enough so that he can quickly glimpse the card himself and remember it, unknown to the spectators. This is his "key card"; it is placed on the pile on the table and the balance of the pack is placed upon it, then all squared up.

Performer now turns his back, and the spectator takes the cards and deals off in the same manner down to any number he chooses, notes and remembers the card dealt off at the mentally selected number; he places the balance of the pack on top of that pile, then cuts and squares the pack; finally he spreads the whole pack out, face up, on the table.

Now, seemingly, the chosen card is hopelessly lost. Performer is now recalled to the table, and slowly passes his hand back and forth over the cards. Really, he is looking for the "key card", and when he locates it, he secretly counts five cards to the right of the key card, and the fifth card must be the chosen card.

Slowly his hand hovers over the card, then pushes it forward as the chosen card.

For this effect it is best to pretend that it is a mind reading feature, as if you had really picked up the vibrations from the spectator's mind.

No. 9 A CLEVER SPELLING TRICK

Effect: A card is selected and returned to the pack. Pack is squared up, and a spectator is asked to name his card. Performer at once proceeds to spell the name of the card, one card off for each letter, and, on the last letter, he turns over the card; it is the selected card!

Secret: Fan out the pack and have spectator select any card. While he is looking at his card, you secretly look at the bottom card of the pack, and remember it. Ask spectator to replace his card on top of the pack, then immediately cut the pack and place the lower portion on the upper half. The card that you glimpsed on the bottom of the pack is now directly above the chosen card.

Now cut the pack several times and turn pack face up; you say to spectator, "I want you to notice if your card is still in the pack". You run through the pack and look for the card that you know is on top of the selected card; as soon as you see it do not stop but commence to spell mentally the name of the card that follows your key card. Say this card is Two of Hearts. You start with your key card, and spell T-W-O O-F H-E-A-R-T-S, and at the last letter push your little finger in to make a break in the pack. Cut the pack at this point and place the top portion above the break on the bottom.

Now ask for the name of the selected card, and spell off one card for each letter. After the last letter, hold out the next card and turn it over slowly, showing the selected card.

No. 10 ANOTHER SPELLING TRICK

Effect: Spectator is given a choice of several cards, to select one mentally. Pack is now cut several times, and handed to spectator, to spell out the card that he mentally selected. He does so, and finds his card at last letter. Performer was not aware what card had been selected.

Secret: Look through the pack under pretense of seeing if all fifty-two cards are there. Really you secretly look for the following six cards and pick them out: Ten of Clubs; Six of Hearts; King of Spades; Eight of Hearts; Nine of Diamonds; and Three of Diamonds; in the exact order just named. Place nine indifferent cards above these, and place the pile of fifteen cards on top of the pack. Pack is held in left hand, face down.

Now secretly bend the left hand corner of the top card nearest to you slightly. Pick up the fifteen top cards from pack, and fan them out so that only the six cards named above are visible. Spectator is requested to mentally think of and remember any card he happens to look at. Close fan and replace at top of pack. Cut pack several times, and bring your bent card back to top. Hand pack to spectator and ask him to spell out the name of the card he looked at, removing one card at a time for each letter. The card reached at the last letter, will be the one noted by spectator.

No. 11

THE REVERSED CARD

Effect: A card is freely chosen from a pack just shuffled. Card is replaced in pack, and is afterwards discovered reversed in center of pack.

Secret: After the card has been selected, performer in the act of squaring up the pack, slips the top card to bottom; but reverses it so it now faces the other cards; at same time, he turns over the pack. The whole of the cards are now facing upwards, except the single card at top of deck.

In this condition the pack is held squared for the introduction of the chosen card, which necessarily is inserted facing the rest of the cards. While again squaring the pack, performer again slips top card to bottom as before and again turns over the pack.

Pack is now spread out on the table, and the chosen card is found face up, while all other cards are face down.

No. 12

MENTAL FORECAST

Effect: Two piles of cards are placed on table. Performer writes a prediction on a slip of paper and hands it to spectator. Spectator is now asked to select any pile, but first to make a careful choice, and then point to the pile. On opening the paper, he finds that performer has correctly predicted the pile chosen.

Secret: Go through the pack and remove the four sixes, and four fours and two extra cards. Do this so that no one observes what you are doing. In one pile place the four sixes face down. In the other pile place the four fours with the two extra cards on top.

On a paper write this prediction: "I will you to select the six pile". Fold paper and hand to spectator.

If spectator selects the four sixes, turn over pile and show the sixes; then casually turn over the four pile and show the fours, being careful that the two extra cards do not show.

If spectator selects the four pile, pick up this pile and count the six cards, face down; then take the other pile and count four, face down.

**FINISH**

THE WIZARD'S PACK

Highly recommended. A good investment for any amateur who is ambitious to create a reputation as an expert card magician.

A full pack of 52 cards, appearing precisely the same as an ordinary pack of cards, but, with which, by the aid of the instructions, anyone can perform without the use of skill the most wonderful and apparently impossible tricks. No sleight of hand. The whole secret is in the cards. These cards can be used in all card games.

Below a partial list of many wonderful tricks that can be performed with the Wizard's Pack:

(1) To divide the two colors of the pack while the latter is held behind your back.

(2) A card which has been selected and shuffled back into pack is cut the first time.

(3) To allow several cards to be drawn and shuffled back into pack produced one at a time.

(4) To allow cards to be chosen and instantly name them.

(5) The four aces placed in different portions of the pack instantly assemble themselves at top or bottom of pack.

Many, many other wonderful feats.

High Grade Bicycle Cards. - Very Explicit Instructions Included

\$ 1.00

SQUASH

PERCY ABBOTT

A SENSATIONAL EFFECT THAT ANY ONE CAN PERFORM



A glass of real wine or liquor is handed out for examination. Placing the glass on the outstretched hand other hand covers glass. Both hands are squeezed together. Hands immediately opened. The GLASS OF LIQUID HAS GONE!

Gone as clean as a whistle. Both hands are shown positively empty.

Now here is another surprise: The Same Glass, not a duplicate, is produced from behind the knee.

The Most Sensational Vanish of a Glass of Liquid Ever Invented

You Can Work It Five Minutes After You Get It

COMPLETE \$1.00

Books on Card Tricks

Highly Recommended

Blackstone's MODERN CARD TRICKS

The latest secrets of card magic. Card tricks that can be performed without the aid of skill. Clever systems and ingenious methods that will enable the performer to accomplish wonders. Card tricks are always popular and this book brings your card magic up to date. Cloth bound and well illustrated.....\$1.15

Jean Hugard's "CARD MANIPULATIONS" Series No. 1

For the advanced card performer a series of three wonderful works explaining flourishes, sleights and card effects.

Series Nos. 1 and 2 in mimeograph form.....Each Part, \$1.00

Series No. 3 in printed form, well illustrated.....\$1.00

"THE EXPERT AT THE CARD TABLE"

ERDNASE

A thorough treatise on the whole art of card manipulation, explaining the sleights used in sleight of hand with cards.....35c.

*Send For Our Large
Professional
Catalog
of
Tricks and Books*

50c 25¢

NONE FREE

MAX HOLDEN'S MAGIC STUDIO

220 WEST 42nd STREET

--

NEW YORK CITY

The Largest and Most Up to Date Magic Shop in the World



KNOWN ALL OVER
THE WORLD

MAKERS OF TRICKS
SINCE 1898

L. DAVENPORT & CO.

Inventors, Manufacturers
and Importers of

High-Class Magical Apparatus

Puzzles, Jokes and

Latest Novelties

15 New Oxford Street, LONDON, W. C., ENGLAND

ALMACP
793.85
H71C

DEMON SERIES OF
MAGICAL NOVELTIES

Large Catalogue, 1/6 (40 cents)